

Use your brain in this small collection of simple intelligence games. Challenge yourself in the game of Draughts and Sokoban, or fight against your CPC in Othello.

GAMES

Checkers

Try to keep just one ball on the board to finish the level. The balls are eliminated if they are jumped on by another ball. Jumps are allowed either in horizontal or vertical, but only one ball can be jumped at a time. Every time you complete a level, you will progress to a harder one, although if you are smart enough, you will realize that the highest boards will take you, after some movements, to boards from prior levels, so you will be able to use your experience. There are 101 levels that will take you quite a while to solve.

Sokoban

Take the boxes to their destination. Be careful and don't get stuck or you will have to reset the level to restart it. There are 51 different levels, sorted by difficulty. Many of them were taken from Internet sites, and some others are from the Game Boy version, so you might know some of them.

Othello

The game called Othello or Reversi is an intelligence and strategy game, where you have to turn over your enemy pieces. The winner will be the one who has more pieces of their color in the board on the last turn. There are 3 levels of difficulty. Shall you win?

SCORE

The games of Draughts and Sokoban have a score system based on time and number of movements. When you finish a level, the computer will give you an alphanumeric string. Write it down and put it in the hi-scores website. If your score is high enough, you will become part of the Hall of Fame! (you will find an access in the following link):

<http://www.amstrad.es/juegosamstrad/puntuacion/index.html>

KEYS

Game keys are totally redefinable, in fact, you're asked to redefine them as the game start. You may also change them from the game menu at any moment.



Pantalla de carga || Loading screen



Inicio del programa || Program start



Menu principal || Main menu

LOAD

Tape version. Enter run" , press play on cassette and press a key. The game will load after some seconds. You'll find two different versions inside the zip file: A .wav, ultrafast, for using on real computers, and a .cdt, for be used on emulators.

Disk version. Enter run"sgsm and the game will load in an instant.



creditos / credits

The game has been coded in C using z88dk and the cpcRSlib from ESP Soft.

Code: Raúl Simarro (Artaburu)

Graphics: José Ignacio Ramos (Kendroock), David Donaire (DaDMaN), Artaburu

Testing: MiguelSky, Litos, 6128, elteclas, DaDMaN

Cover: Kendroock

Loading screen: DaDMaN

Thanks to: Everyone who has collaborated, specially Kendroock and DaDMaN, members of CEZ GS, for sharing their time and helping to release this game with excellent graphics.

TAPE LOAD SYSTEM

The tape version was generated with decicoder's OTLA program. Huge thanks to him for the effort to code this marvel that makes a 27Kbs game load to be completed in less than 30 seconds, and even better, it's very easy and fast to get a tape version of a game.

More info at <http://code.google.com/p/otla/wiki/ProyectoOtl>



Damas || Draughts



Sokoban

ESP SOFT

ESP SOFT was born in 2004, while doing some machine code programming tutorials for CPC. The logic evolution from those tutorials was to make a game, and therefore the Columns CPC project was born. The initial group was made of three people, but, as time passes, the group grows and now is still working on new CPC games. Don't forget to visit our web: <http://espsoft.amstrad.es/>

COMPUTER EMUZONE GAMES STUDIO (CEZ GS)

Is a software label, oriented to both the old computers and also to the actual ones. Under the auspice and experience of Computer Emuzone, the greatest software database of entertainment soft made in Spain, it has two objectives: to help the new creators of our country with their productions, and to revitalize the scene of the historical 8 and 16 bits computers. All of this without any profit intention, and even though some games may be sold in their deluxe editions, you'll always be able to download them from the CEZ GS website: <http://cezgs.computeremuzone.com/eng>

Silver label

At CEZ GS, our objective is that all releases reach a minimum of quality. Under the Silver Label, we publish the games that had an easier development, requiring less time or implicating less people. It's the second label of the group, like Silverbird at Telecomsoft or Encore at Elite.



Othello || Reversi



Damas || Draughts